

**Amendments to the Claims:**

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1-4. (Cancelled)

5. (New) A game apparatus, comprising:

a game image generating section for generating n viewing images for every frame when a game space is viewed from n viewpoints, in order to enable a player to recognize the game space three-dimensionally by use of binocular parallax;

an input image storage memory comprising storage areas for storing the n viewing images exclusively by each viewing image, respectively, the viewing images being generated by the game image generating section for every frame;

an interleaver for generating the stereoscopic image to be displayed on an n-type of stereoscopic image display apparatus for every frame by sampling image data which are stored in a predetermined storage address of the storage areas, from the storage areas of the input image storage memory for every frame, respectively and by interleaving the viewing images in parallel; and

a display control section for renewing display of an image to enable the player to recognize the game space three-dimensionally by use of binocular parallax for every frame to control display of a three-dimensional dynamic image in the game space by taking control as to display the stereoscopic image generated by the interleaver on the stereoscopic image display apparatus.

6. (New) The apparatus of claim 5, wherein n is at least 3.

7. (New) An apparatus, comprising:

a single frame buffer for storing a frame of stereoscopic images therein;

a viewing image generating section for sequentially generating  $n$  viewing images for enabling a user to recognize a three-dimensional image using binocular parallax and generating the  $n$  viewing images for every frame;

a determining section for determining whether each of the viewing images sequentially generated by the viewing image generating section is a first viewing image for the frame;

a first viewing image storing section for storing the viewing image in the frame buffer by overwriting in response to the determining section determining that the viewing image is the first viewing image;

an interleaving storing section for interleaving the viewing image and an image stored in the frame buffer and for storing an interleaved image in the frame buffer by overwriting in response to the determining section determining that the viewing image is not the first viewing image; and

a display control section for determining whether the image stored in the frame buffer is an image made by interleaving the  $n$  viewing images, and for renewing display for every frame by taking control so as to renew display of an  $n$ -eye type of stereoscopic image display apparatus by the image stored in the frame buffer in conjunction with the image made by interleaving the  $n$  viewing images, to enable the user to recognize a three-dimensional dynamic image by use of binocular parallax.

8. (New) The apparatus of claim 7, wherein  $n$  is at least 3.

9. (New) A game apparatus, comprising:

a single frame buffer for storing a frame of stereoscopic images therein;

a game image generating section for sequentially generating  $n$  viewing images when a game space is viewed from  $n$  viewpoints and for generating the  $n$  viewing images for

every frame in order to enable a player to recognize the game space three-dimensionally by use of binocular parallax;

a determining section for determining whether each of the viewing images sequentially generated by the game image generating section is a first viewing image for the frame;

a first viewing image storage section for storing the viewing image in the frame buffer by overwriting in response to the determining section determining that the viewing image is the first viewing image;

an interleaving storage section for interleaving the viewing image and an image stored in the frame buffer and for storing an interleaved image in the frame buffer by overwriting in response to the determining section determining that the viewing image is not the first viewing image; and

a display control section for determining whether the image stored in the frame buffer is an image made by interleaving the n viewing images, and for renewing display of an image for enabling the player to recognize the game space three-dimensionally by use of binocular parallax for every frame by taking control so as to renew display of an n-eye type stereoscopic image display apparatus by the image stored in the frame buffer in response to the image made by interleaving the n viewing images, to control display of a three-dimensional dynamic image of the game space.

10. (New) The apparatus of claim 9, wherein n is at least 3.